

COMPACT
disc



3DO



Official Licensed
Product of The
Atlanta Committee
for the Olympic
Games, Inc.

©1993 The 3DO Company. 3DO and the 3DO logos are trademarks of The 3DO Company. The trademarks of The 3DO Company are used by Panasonic under license from the owner of the trademark. U.S. Gold Sports and Eidos Interactive are trademarks of Eidos Plc. ©1996 Eidos Plc. All rights reserved. Manufactured and distributed by Matsushita Electric Corporation of America. Printed in U.S.A.

USGOLD
SPORTS

EIDOS
INTERACTIVE

Panasonic®

OLYMPIC SOCCER

Welcome to The 1996
Atlanta Olympic
Games, where you'll
suit up against the world's top
international teams in an
attempt to grab a hold of the
gold. The crowd roars as your
team hits the field and all eyes
turn towards you as you drive towards the
goal. Today, the glory of Olympic Soccer gold
lies within your reach!



Atlanta 1996



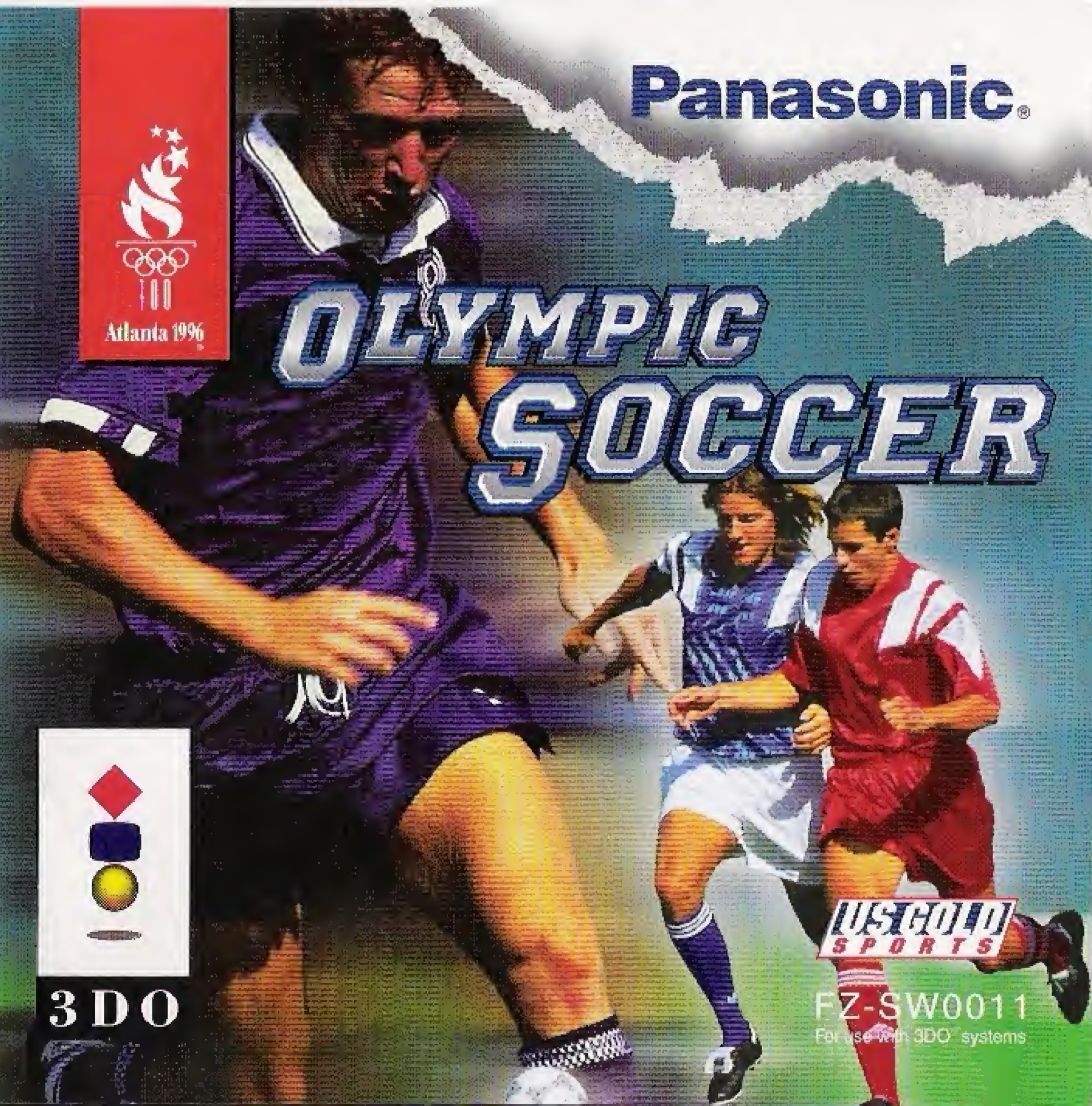
Atlanta 1996



3DO

Panasonic®

OLYMPIC SOCCER



USGOLD
SPORTS

FZ-SW0011
For use with 3DO® systems

THE OLYMPIC ENIGMA

Soccer has always endured an enigmatic relationship with the Olympic Games. According to most fans and pundits, the Olympic soccer tournament lacks the prestige associated with other events. This has emerged from the conflict between the modern era of professionalism in soccer and the traditional amateur status of the Olympic games. However, in recent years the move towards universal professionalism has helped reunite the world of sport, and this is reflected in the new eligibility rules introduced for the 1996 Olympic competition.

From 1900 to 1928, the Olympic Games produced the first eight recognized world soccer champions, until FIFA declared that a separate global tournament should determine this honor. Uruguay, the reigning Olympic gold medalists, played host to the inaugural world cup in 1930, condemning the Olympic competition as the domain of amateur teams.

Profiting from this status, Eastern European nations dominated the post-war period, fielding full-strength sides under the approved notion that none of their state-supported players were professional. Hungary proved the most successful, winning three gold medals plus a silver and a bronze from 1952-1972.

The eighties saw more revered soccer playing nations claim honors, as the eligibility rules gradually relaxed to admit young professional players. At the 1996 tournament in Atlanta, the only competitor restrictions apply to age. With the exception of three team members, each international squad must be comprised of players under the age of 23. Many countries regard this contest as an invaluable opportunity to give their national under 21 teams competitive experience.

One notable exception will be Great Britain, who has not entered a team for many years. This stems from fear among the governing bodies of England, Scotland, Wales and Northern Ireland that if a unified side played in the Olympic Games, FIFA would apply similar constraints to the

world cup and other international competitions, where each home nation currently enjoys the luxury of individual teams (and votes). The Olympic tournament will be contested from July 20th to August 3rd between 16 nations, as determined by regional qualification competitions.

A league system of four groups will decide the preliminary rounds, to be played at four venues across the U.S.A.:

Florida Citrus Bowl; Legion Field in Birmingham, Alabama; Miami's Orange Bowl; and RFK Memorial Stadium in Washington DC. From each group, the top two teams qualify for the knockout stage: single-elimination matches at Sanford in Athens, Georgia.



LANGUAGE SELECTION

Move the directional buttons left/right and press any button to select English, German, French, Spanish or Italian on-screen text.

MAIN MENU

ARCADE

This is an arcade-style 64-team knockout contest, played over six rounds (including the final). Scroll through the list of available teams, highlight the team you wish to control and press A, B or C to select (your choice will be flagged on-screen). When you have finished, highlight START and press A, B or C to continue. Note: you can only enter one team into the arcade competition, although 2 players can join forces against the computer.

OLYMPIC

The Olympic tournament is an accurate simulation of the 1996 competition in Atlanta. See *The Olympic Enigma*. Scroll through the group tables, highlight the team you wish to control and press A, B or C to select (your choice will be flagged on-screen). Using this method you can allocate team control to players 1-4 or the computer. If you wish to customize the tournament line-up, highlight countries and press A, B or C.

COUNTRIES

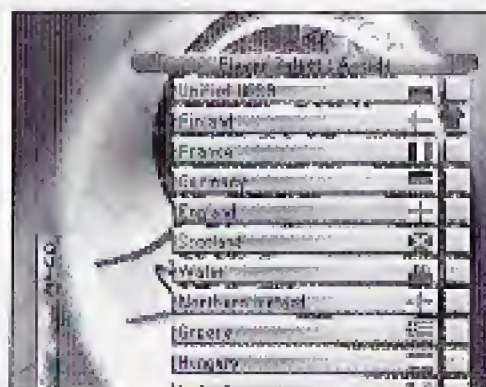
Follow the on-screen prompts, move the directional buttons up/down through the list of 33 available nations and press A, B or C to allocate four teams to each group. When you have finished, highlight START and press A, B or C to proceed.



Group	Team	Points
A	United States	3
	France	1
	Germany	1
	Italy	1
B	Spain	3
	England	1
	Sweden	1
	South Korea	1
C	USA	3
	France	1
	Germany	1
	Italy	1
D	USA	3
	France	1
	Germany	1
	Italy	1

TABLES

Before any Olympic match, the current status of each group in the tournament will be displayed, followed by the forthcoming round of fixtures. Select tables to return to the group status screen.



Country	Count
United States	1
France	1
Germany	1
Italy	1
Spain	1
England	1
Sweden	1
South Korea	1
USA	1
France	1
Germany	1
Italy	1

LEAGUE

Olympic Soccer also gives you the option to play a season in your own custom-built league of 2-16 teams. Scroll through the default league of 16 teams, highlight the team(s) you wish to control (subject to the number of connected controllers) and press A, B or C to select. Your choice(s) will be flagged on-screen. If you wish to customize the league line-up, highlight countries and press A, B or C. Now move the directional control up/down through the list of 33 available nations and press A, B or C to choose 2-16 teams to compete in your league, or select randomize to allocate 16 teams at random. When you have finished, highlight START and press A, B or C to continue.

EXHIBITION

Select two teams to play a single friendly match. Scroll through the team entry list, highlight the team you wish to control and press A, B or C to select (your choice will be flagged on-screen). Now use the same method to choose your opponents (either another player or the computer). When you have finished, highlight start and press A, B or C to continue.

LOAD

Move the directional control up/down to highlight a previously saved game (if applicable) and press A, B or C to resume this game.

DEMO

Watch a computer-controlled demo.

SAVING YOUR GAME

To save the current game, select save and press any button to enter the save game menu. Now highlight "new save," or an existing save which you wish to overwrite and press A, B or C.



PLAYER CONTROLS

Use the directional buttons to control your selected player's movement, with or without the ball. Control is perceived from your perspective, not the player on the pitch. For example, if the player is facing towards the left of your screen, by moving the directional buttons up he will move to his right (towards the top of your screen). The following directional references relate to a player facing towards the top of your screen (ie. the same as you) and must therefore be modified to suit the current posture of your selected player. This may sound complicated but in practice you will find it is the most natural and easy-to-use control method.

IN POSSESSION

- Shoot:** 1. A (hold to increase power).
2. Tap A just as your player receives the ball in the air to perform an in-air kick.
- Pass:** 1. Tap B to pass to your nearest team mate (in the direction you are facing).
2. Tap B twice to play a one-two with your nearest team mate. **
3. Tap B and then tap C to receive a chipped return pass from a one-two. **
4. Press and hold B to hit a long pass to your furthest team mate (in the direction you are facing), will receive the ball at chest height (see receiving a long pass).
- Chip:** C. (hold to increase power).
- Overhead Kick:** Tap right shift as the player receives the ball in the air.
- Back Heel:** Left Shift
- Cross*:** Right Shift

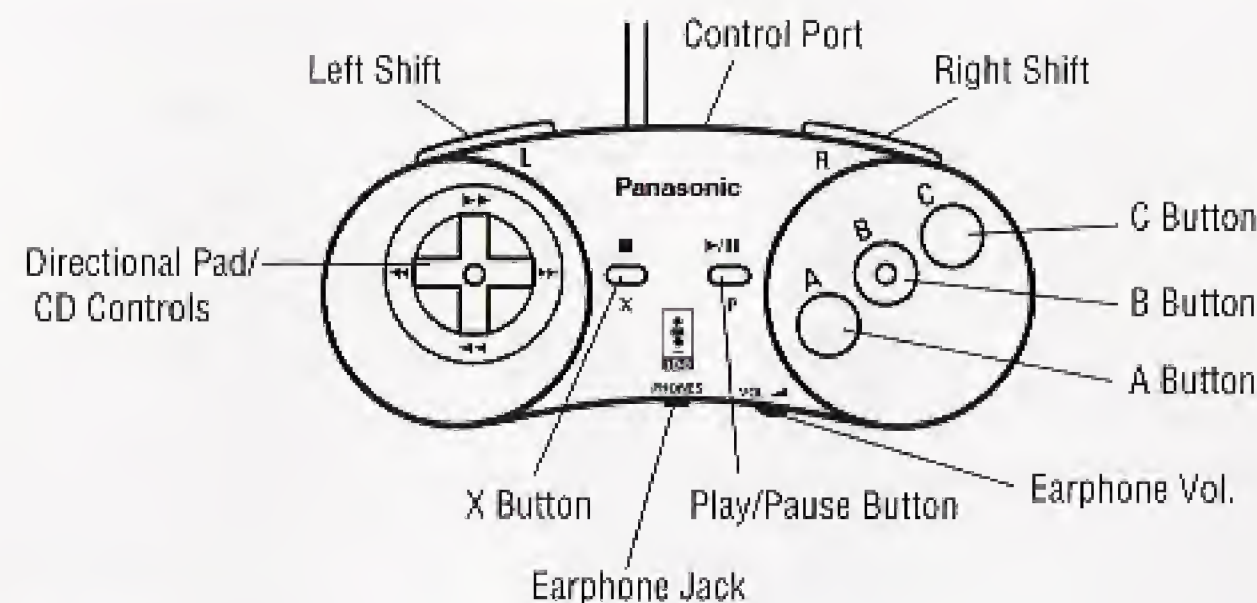
*To use this special move you must be situated in a suitable crossing position on the wing.

**A one-two is a quick pass back and forth between two players.

AFTER TOUCH

From a Shot (A) or Chip (C) you can apply AFTER TOUCH using the directional buttons

- Ball Swerve:** Left/Right
Lift (backspin): Down
Dip (topspin): Up



WINNING THE BALL

- Sprint:** repeatedly tap A.
Slide Tackle: B
Diving Header: C (when the ball is between knee and head height).
Header: C* (when the ball is above head height).
Bicycle Kick: Right Shift* (when the ball is above head height).

*hold to increase power.

Note: you can use the directional buttons to direct headers and bicycle kicks, subject to simulated natural body movement. If you do not press one of the directional buttons, you will head/kick the ball in the direction you are facing, or bicycle kick the ball in the opposite direction.

RECEIVING A LONG PASS

When a player has been assigned to receive a long pass, button A assumes a new 'Chest Control' function.

1. Tap A to trap the ball.
2. Press A (hold to increase power) and move the directional buttons to play a lay-off.
3. Press A (hold to increase power) without moving the directional buttons to chest the ball into the air (ie. Set yourself up for a header or bicycle kick).

SET-PIECES

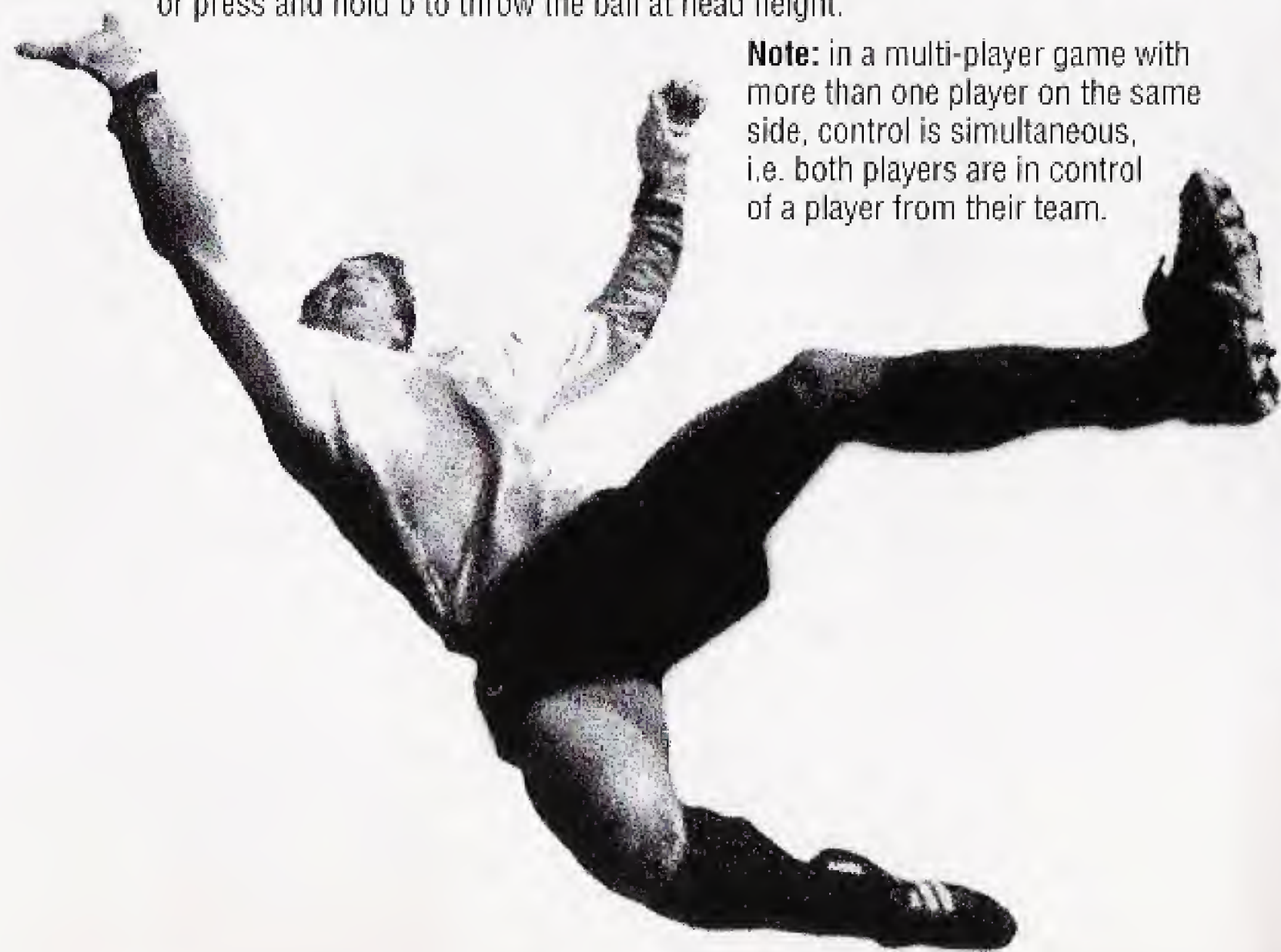
Corner Kick/Goal Kick/Free kick: Position the cross hair using the directional buttons to nominate your target. And then all controls remain the same as in open play.



Penalty Kick: a target ball sweeps across the goal mouth from side to side. When it reaches the point you wish to aim at, press B to strike the ball. Note: your goalkeeper is computer-controlled except when you receive a back pass and he assumes the control of an outfield player, or when you defend a penalty and you must move the directional buttons left/right to dive for the ball.

Throw-in: position the cross hair and tap B to throw the ball to your team mate's feet, or press and hold b to throw the ball at head height.

Note: in a multi-player game with more than one player on the same side, control is simultaneous, i.e. both players are in control of a player from their team.



STARTING YOUR GAME

Before kick-off you will be presented with the player allocation screen. Move the directional buttons left or right to assign each connected controller to one of the available teams for the forthcoming match and then press start to go to kick-off.

Note: if a team has not been allocated to a player during player select, it will be automatically computer-controlled.

OPTIONS

Olympic Soccer allows you to modify the game features using a series of 'Option Wheels'.

OPTION WHEELS

Option Wheels contain a selection of game settings which enable you to customize Olympic Soccer match play. Move the directional buttons left/right to cycle through the options on each option wheel and then press button a or c to toggle the variables. When you have modified the options on a Wheel, move to the back icon and press A, B or C to return to the previous screen.

Many options wheels include a random option, represented by a dice icon, which will allocate this option randomly. When game is on pause and the Option Wheel comes up, you must choose back to apply changes.

SOUND

Commentary: on/off Music: on/off Sound FX: on/off
Test sample: 1/2/3 Test tune: 1/2/3



RULES

Draw rule: if a match is drawn either play 30 minutes extra-time, followed by a penalty shoot-out if the scores are still level, or adopt the new sudden death rule, whereby the first team to score in shoot-out will decide the outcome.)

Offside rule: on/off

GAME

Game duration: 3 min., 5 min., 10 min., 20 min., 45 min., or 90 min.

Control: Choose from 12 preset control configurations.

Reset options: Revert to default game options.

Goal replay: On/Off. View an automatic action replay of every goal scored.

Scanner: Radar display on/off.

CONDITION

Wind strength: Strong, breezy, weak or none.

Wind direction: North, East, South or West.

Dampness: Dry, normal, wet, soggy or frozen.

Roughness: Bumpy, slightly bumpy or flat.

Stadium: Sanford, Citrus Bowl, Legion Field, Orange Bowl or RFK Memorial.



IN-GAME OPTIONS

Press start at any time during a match to freeze play and access the in-game options.

Sound FX: On/Off.

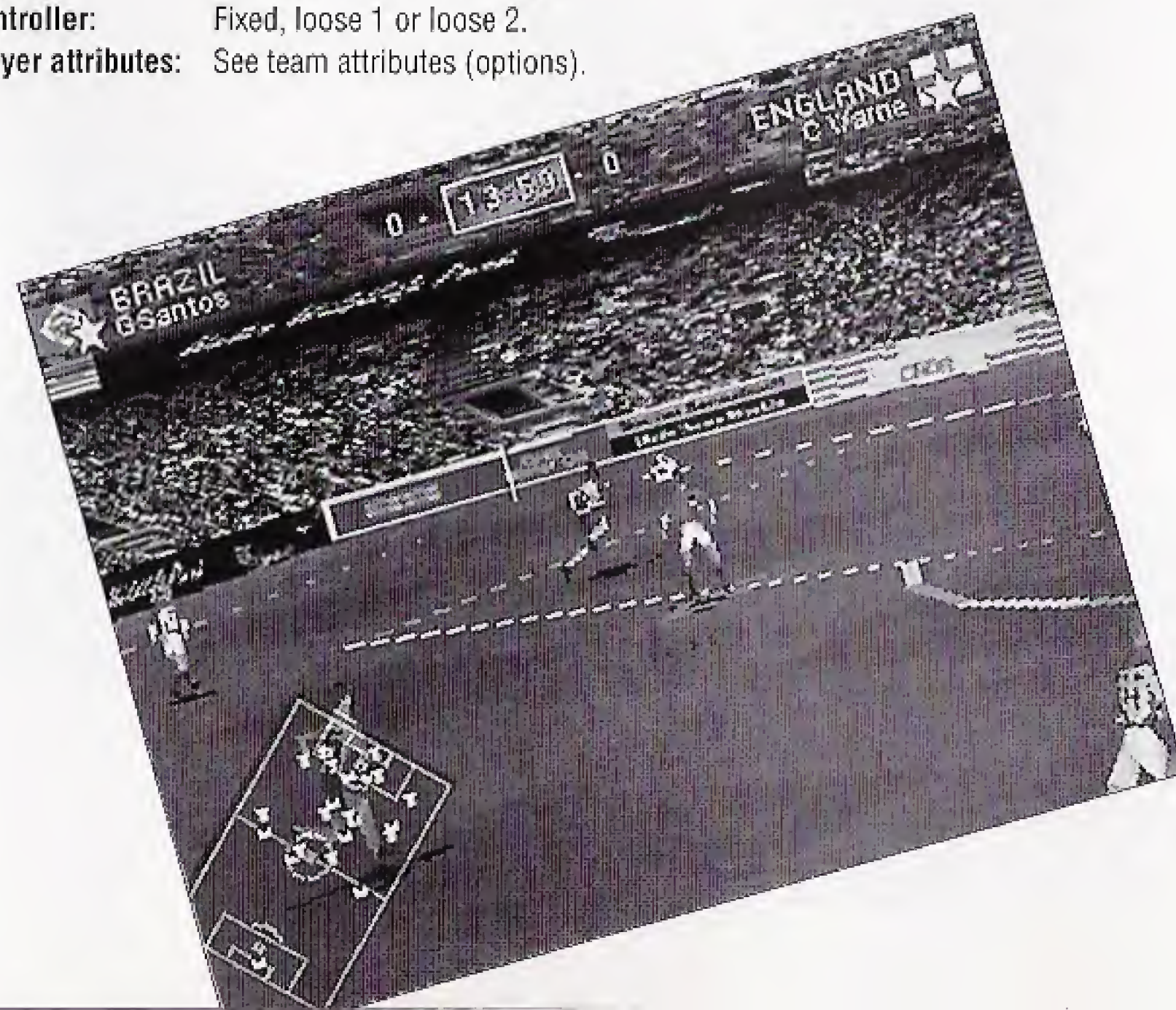
Commentary: On/Off.

Camera view: Position/angle/controller position: 20 degrees, 35 degrees, 40 degrees, 55 degrees, 70 degrees or top view.

Angle: Sidelines, goals or 45 degrees.

Controller: Fixed, loose 1 or loose 2.

Player attributes: See team attributes (options).

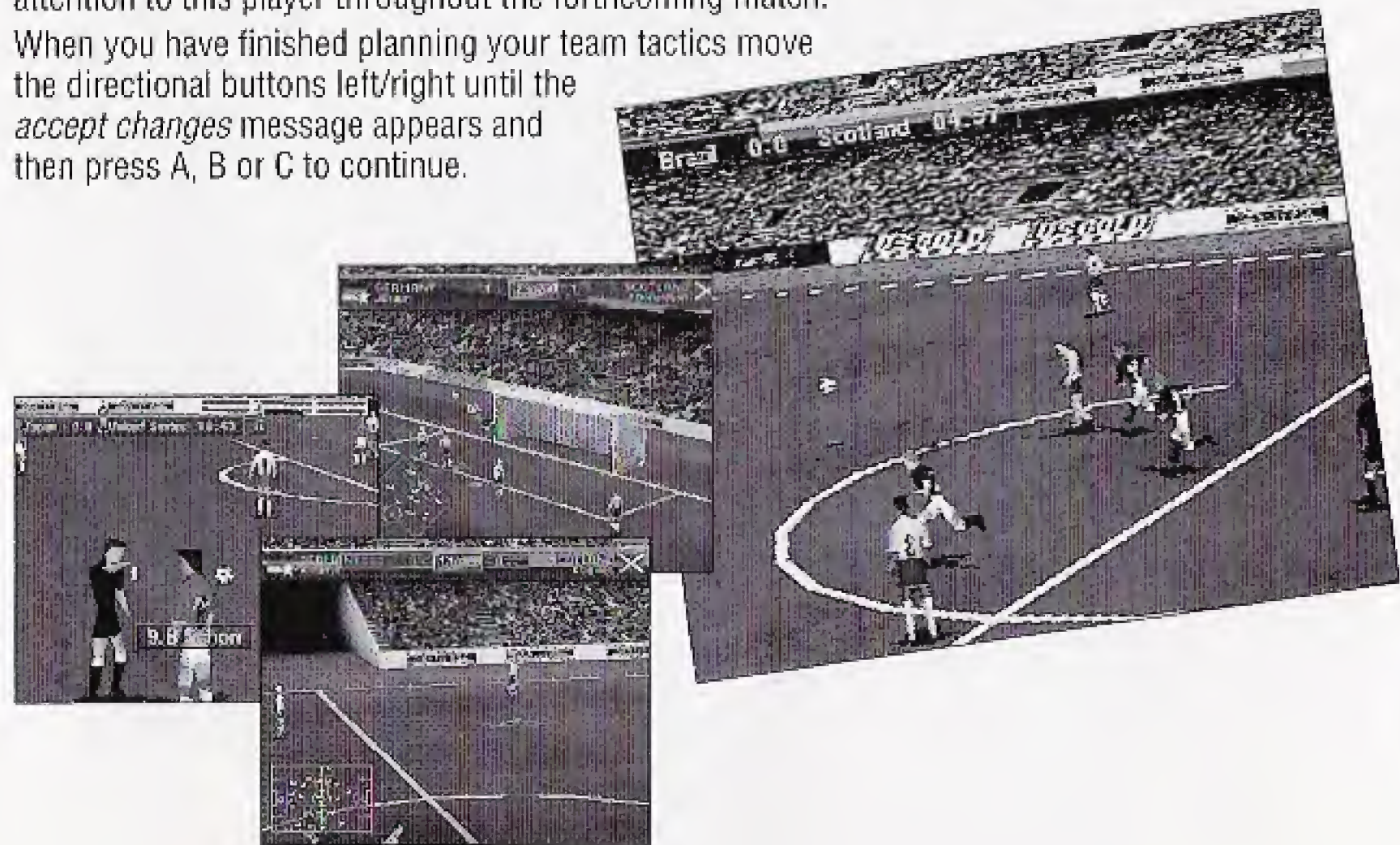


TEAM ATTRIBUTES

You can make strategic changes to your team line-up and edit individual player characteristics. First select your team formation by moving the directional buttons up/down through the preset options (eg. 4-4-2, 5-3-2, etc). Now you can customize the characteristics of each player in your team. Move the directional buttons left/right to highlight the desired player (as shown on the formation display) and then move the directional buttons up/down to assign a preset 'player type' (eg. winger, chaser, etc.) to that player, which will determine his role within the team and individual style of play.

Note: if you nominate a player to be a man-to-man marker, you can decide which of your opponent's players he will mark. Move the directional buttons left/right to highlight the desired player (as shown on the your opponent's formation display) and press A, B or C to assign your marker's attention to this player throughout the forthcoming match.

When you have finished planning your team tactics move the directional buttons left/right until the *accept changes* message appears and then press A, B or C to continue.



SUBSTITUTION

Press A, B or C to request a substitution and return to the match. The next time the ball goes out of play you will be given the opportunity to nominate which player you wish to replace (using up/down on the directional buttons). Now press A, B or C to make the substitution. Note: the computer automatically chooses the substitute on your bench most suited to the vacant position.

Replay: the action replay function operates like a VCR, with the added ability to change camera angles.

A: rewind.

B: play/pause (hold for slow motion).

C: fast forward.

Right shift: zoom out.

Quit: abandon match.

Directional buttons left/right: pan left/right.

Directional buttons up/down: move up/down.

Left shift: zoom in.

Start: resume play.

Back: resume play.

FULL-TIME

At full-time the match statistics will be displayed and you will be given the opportunity to continue, quit or save the game.

Note: after an exhibition match you will be given the opportunity to replay the fixture.





End User Notice

THE 3DO COMPANY SHALL NOT BE LIABLE TO THE END USER FOR ANY LOSS OF DATA, LOST PROFITS, COST OF SUBSTITUTE GOODS, OR OTHER CONSEQUENTIAL, INCIDENTAL, SPECIAL, PUNITIVE, OR OTHER DAMAGES OF ANY KIND ARISING OUT OF THE USE OF OR INABILITY TO USE THE SOFTWARE.

THE 3DO COMPANY MAKES NO WARRANTIES, EXPRESS, IMPLIED OR STATUTORY, REGARDING THE SOFTWARE, INCLUDING WITHOUT LIMITATION THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR ANY PARTICULAR PURPOSE, OR ANY EQUIVALENT WARRANTIES UNDER THE LAWS OF ANY JURISDICTION.

DO NOT USE A FRONT OR REAR PROJECTION TELEVISION WITH THIS PRODUCT. YOUR PROJECTION TELEVISION SCREEN MAY BE PERMANENTLY DAMAGED IF STATIONARY SCENES OR PATTERNS ARE PLAYED ON YOUR PROJECTION TELEVISION. SIMILAR DAMAGE MAY OCCUR IF YOU PLACE THIS PRODUCT ON HOLD OR PAUSE. IF YOU USE YOUR PROJECTION TELEVISION WITH THIS PRODUCT, NEITHER THE 3DO COMPANY, NOR EIDOS PLC., NOR MATSUSHITA ELECTRIC CORPORATION OF AMERICA WILL BE LIABLE FOR ANY RESULTING DAMAGE. THIS SITUATION IS NOT CAUSED BY A DEFECT IN THIS PRODUCT OR THE 3DO SYSTEM; OTHER FIXED OR REPETITIVE IMAGES MAY CAUSE SIMILAR DAMAGE TO A PROJECTION TELEVISION. PLEASE CONTACT YOUR TV MANUFACTURER FOR FURTHER INFORMATION.

THE EXECUTION OF SOFTWARE WITH THE 3DO SYSTEM INVOLVES THE USE OF PATENT RIGHTS, GRANTED OR APPLIED FOR, IN CERTAIN COUNTRIES. A PURCHASER OF THE 3DO SYSTEM IS LICENSED TO USE SUCH PATENT RIGHTS WITH SOFTWARE LICENSED BY THE 3DO COMPANY. NO LICENSE, IMPLIED OR OTHERWISE, IS GRANTED FOR THE EXECUTION OF OTHER SOFTWARE.